

THE PREDATOR SERIES

LION™



STRATEGY

SKILL

INSTINCT

PERSISTENCE



SANCTUARY
WOODS®

CREDITS

Published by
Sanctuary Woods

Developed and Designed by
Manley & Associates

Executive Producer
Diana Bury

Producers
Dave Hasle
Khanh T. Le
Kent Peterson
Diana Bury

Lead Programmer
Michael Lankerovich

Programmers
Matthew Campbell
Ryan Gelthman
Charles Walters
Robert Ridlhalgh

Support Programmers
George Stults
Ned Wallace
Terry Harmer
James Hague
Vladimir Potap'yev

Lead Artists
Brian Johnson
David K. McCormack

Artists
Peter Fries
Mike Cressy
Victor von Beck

Support Artists
Dave Hasle
Andy L. Fuller

Music and Sound
Robert Ridlhalgh
Jay Weinland

Lion Safari Writer
Victoria Carlyle Weiland

Lion Safari Editor
Mark Rose

Lion Safari Narrator
Timothy White

Lion Safari Digital Video
Ming Lau

SANCTUARY WOODS

CREDITS

Manual Writers and Editors
Diana Bury
Victoria Carlyle Weiland

Manual and Box Design
Soo Hoo Design

Quality Assurance
Gayle Johnson
Chris Capell
Alfonso Brooks
Bruce Bider
Robert Bryon
Dan French
Clayton Johnson
Darren Keetley
Kimberlie Manuel
Cam McKeown

Marketing
Stacey Lamiero-Knoles
Carri Gustafson
Nancy Miller

Public Relations
Laurie Thornton Neff
Switzer Communications

International Translations
Chris Olin
Rob Roesler

Lion Safari Video Sources
Fabulous Footage Inc.
The Image Bank Film
MPI Media Group
National Geographic Society

Special Thanks to
The Bug Police
Donna Bury
John Colon
John Conley
Doug Deardorff
Michael Grant
Michael Lewis
Gordon Ludlow
Mike Mihojevich
Chris Osheroff
James Prickett
Niki Ruxton
Cosmo Scrivanich

Based on a Design by
John Baron
Mark Rose

LION A Wildlife Simulation

TABLE OF CONTENTS

YOU ARE THE LION	4	Joining or Taking Over a Pride	20
CONTACT INFO	4	Mating	20
GETTING STARTED	5	Playing Cubs	20
Main Selection Screen	5	Staying Alive	21
Quick Start	6	Successfully Killing	21
SCENARIO SETUP	7	Satisfying Hunger and Thirst	21
Scenario Selection Screen	7	Regaining Endurance	21
Scenario Description Screen	9	Avoiding Poachers	21
Scenario Summary	10	The Masai and Their Cattle	22
SIMULATION SETUP	11	Encountering Hyenas	22
Simulation Setup Screen	11	Recovering from Injury	22
Lion Selection Screen	13	Death	22
PLAYING THE GAME	15	The Simulated World	23
Command Bar	15	TAKE A LION SAFARI	24
Options Button	17	Lion Safari Topics	24
Pride Screen	18	Lion Safari Sub-Topics	25
Controlling the Player's Lion	19	STRATEGIES	26
Moving Around	19	General Game Tips	26
Resting	19	Basic Strategies	Back Cover
Playing Other Lions in the Pride	19	Scenario Hints	Back Cover
Bringing Down Prey	19	CARDS	
Group Hunt	19	Quick Card	
Eating and Drinking	19	Hot Keys	
Using the Lion's Senses	20	Scoring	
Roaring	20	Installation Card	
Fighting	20	Installation Instructions	

YOU ARE THE LION

The game of LION is a re-creation of the animal behavior, terrain, and conditions of the plains and woodlands in East Africa. It is up to the player to survive in this beautiful, but treacherous, world of the Serengeti. Strategy, wit, and persistence are the player's biggest allies.

There are 2 ways to play: complete 20 mission-based Scenarios, or play out the life of a lion in the free-form Simulation. The player's lion faces threats from all sides: from various prey, natural conditions, and other predators, the most deadly of which is man. As a lion, the player needs to use hunting skills, sensory abilities, strategic instincts, and courage in order to compete - and win - in the game of life. The more the player's lion behaves like a real lion, the higher the score. Enter the world of Lion!

CONTACT INFO

Sanctuary Woods Multimedia
1825 S. Grant St.
San Mateo, CA 94402

main: (415) 286-6000
fax: (415) 286-6010

Technical Support: (415) 286-6110
fax: (415) 286-6115

Customer Service: (415) 286-6100
fax: (415) 286-6115

Sales: (800) 943-3664
fax: (415) 286-6050

WWW: <http://www.sanctuary.com>

BBS: (415) 286-6116

America Online: keyword "Sanctuary Woods"

CompuServe: GO GAMDPUB, section 20

E-mail: admin@sanctuary.com

Technical Support E-mail: techsupport@sanctuary.com

For more information on lions:
George R. Schaller, *The Serengeti Lion*
Univ. of Chicago Press, 1976

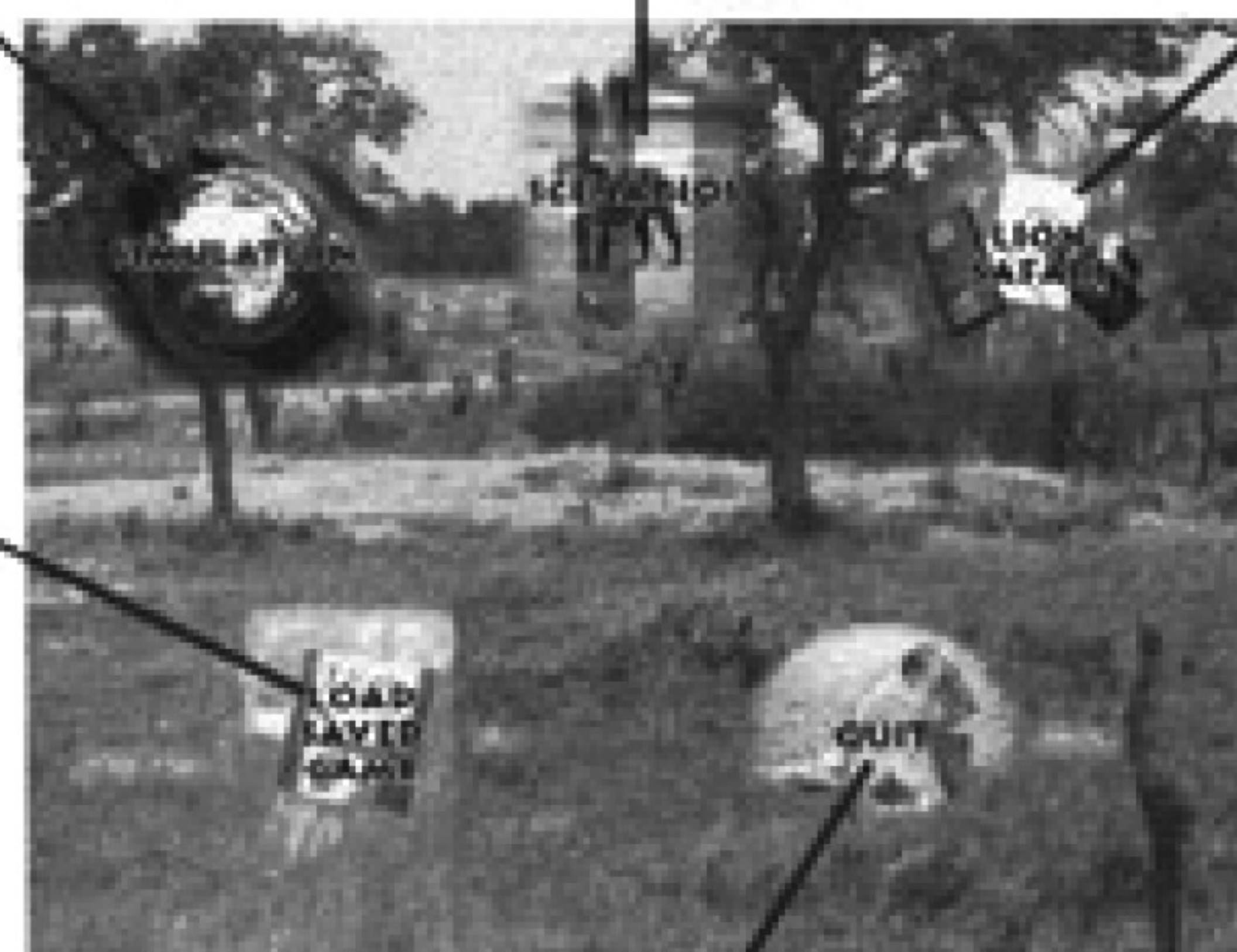
Installation Instructions are on a separate card in the Lion Box. After installation, launch the game by typing Lion in DOS, or by double-clicking on the Lion icon in the Sanctuary Woods Program Group in Windows. Read Quick Start to begin immediately. Note that throughout the game, the ESC key gets players out of the current selection, including the game introduction. Also, be sure to read Strategies on the back of this manual, and Scoring and Hot Keys are on the Quick Card.

Main Selection Screen

Make your gameplay selection by clicking on the picture of your choice.

Play out the life of a lion in the free-form Simulation. Choose from 20 individual lions and set the parameters of the world.

Click Load Saved Games to play previously saved Simulations and Scenarios. Click on the name of the game and click Continue.



Complete 20 mission-based Scenarios, each with their own specific goal and Par Time.

Discover ways to improve your score by taking a guided tour in the Lion Safari, complete with Video, Photos, and Narration.

Quit to DOS or Windows

If the Scenarios are completed within Par Time on the first attempt, they take about 30 hours. They will more likely take longer. Gameplay in the Simulation is infinite. The Lion Safari takes over 1 hour for all of the guided tours.

Quick Start

To develop the skills of a lion, complete the Scenarios first, then play the Simulation. Along the way, the Lion Safari guided tour is helpful in picking up additional information to improve your score. Installation Instructions are on a separate card.

To get started in the Scenarios:

1. Click on the Scenarios picture.
2. Click on New Player.
3. Enter the player's name.
4. Click on a Scenario name to play. Scenarios increase in difficulty.
5. Carefully read the Scenario Description. Important clues are given.
6. Click on Continue to begin playing.

Here is some basic gameplay information:

- The lion walks/runs in the direction the cursor is moved.
- To interact with other animals to kill, fight, or mate, click on them.
- Hit the Space Bar or the (right) mouse button to access the Command Bar at the bottom of the gameplay screen.
- Refer to the Hot Keys and Scoring on the Quick Card.
- "F1" - "F7" display Hot Keys and Scoring help on-screen.
- Strategies on the last 2 pages provide invaluable clues.

Each Scenario represents a different skill or challenge in a lion's life. Players apply this knowledge just to survive in the free-form Simulation.

There are 20 mission-based Scenarios, each focusing on a different challenge in a lion's life. Each Scenario has a Par Time for completion. Players can play for 3 times the Par Time before losing the Scenario. Points are awarded for how quickly the Scenario is completed. See the Quick Card for specific scores. Refer to Strategies on the last 2 pages for invaluable clues in solving the Scenarios.

Scenario Selection Screen

The player enters their name and chooses the Scenario to play. Up to 30 player names can be entered. To remove 1 player and replace them with another player, click on the old player's name and enter the new player's name. The old player's scores are erased. Scores are automatically entered when Scenarios are won. Scenarios can be played in any order, although they increase in difficulty. They can also be replayed.

To play a Scenario:

1. Click on New Player.
2. Type in player's name and hit Return. The Score Box is outlined in black.
3. Click on any Scenario name to play or replay that Scenario.

Score Box
Click in the Score Box below a player's name to choose that player. The Box outlines in black.

Scenarios
Once the Score Box below the player's name is outlined in black, click on one of the 20 Scenario names to play that Scenario.

Total Score
Grand total of scores for all successfully completed Scenarios for that player.

Player's Name

Scores
Scores are automatically recorded for each player when a Scenario is won.

Cancel
Exits the Scenario and returns to the Main Selection Screen.

Scroll Buttons
Click to scroll to other player names.

New Player
Adds a new player's name.

In each Scenario, players must balance completing the Scenarios quickly with activities that provide the highest score. Players can replay Scenarios to try for higher scores.

	DIANA	MICHAEL	
MOOTED TO FEED	400	400	
THE ENVIRONMENTAL CHANCE	400	400	
DON'T FEED ME IN	400	400	
TACT FEED	400	400	
THE LONG ROAD BACK	400	400	
MAU MAU'S COMPLETION	400	400	
THE TROUBLE WITH	400	400	
CARPETLADDER	400	400	
LOVE IN PRIDE	400	400	
IN THE WOODLAND	400	400	
THE TROUBLE WITH	400	400	
THE TROUBLE WITH	400	400	
THE GREAT RACE	400	400	
LIVE AND LET	400	400	
THE LAST OLD	400	400	
THE WHITE ORANGE	400	400	
DEAL & FOR SURVIVAL	400	400	
HARMONY IT UP	400	400	
THE LAST LADDER	400	400	
PLEASE DON'T FEED THE LION	400	400	
	TOTAL	TOTAL	TOTAL

Scenario Description Screen

After choosing a Scenario, a detailed description is given, along with the Par Time, and high score. Read the description carefully, as valuable clues are given.

Scenario Name
THE LOST CUB

Scenario Description
Detailed description of the Scenario. Pay close attention for clues in solving the Scenario.

Continue
Begins playing the Scenario.

Par Time
Time player has to complete the Scenario without penalty. Players can play for 3 times the Par Time before losing.

Cancel
Cancels this Scenario and returns to the Scenario Selection Screen.

High Score
Highest Score obtained by any player for successfully completing this Scenario.

Last Paragraph of Scenario
Describes goal or mission of the Scenario.

Winning a Scenario
requires a combination of identifying clues, using effective strategies, improving skills, and having perseverance. Players may need to try several times before succeeding.

PAR TIME: TWO HOURS

NO SCORE RECORDED

CONTINUE

CANCEL

Scenario Summary

Here is a summary of the goal or mission of each Scenario and the Par Time. Scenarios may be played in any order although they increase in difficulty.

Scenario	Par Time	Mission
Mouths to Feed	1 days	Kill an animal so cubs can eat
The Biological Clock	4 days	Successfully mate with a nearby lion
Don't Fence Me In	2 hours	Escape the tranquilizer guns of the zoo crew
Take Pride	2 days	Fight to take over a pride
The Long Road Back	2 weeks	Return to full health after injury from prey
Mau Mau's Temptation	3 days	Take down 2 of the Masai's cattle
The Trophy Hunt	1 week	Kill one of each prey
Carpetbaggers	2 days	Find and cross the river to escape poachers
Loss of Pride	3 days	Rejoin your pride after being separated by poachers
In the Wasteland	1 day	Find food before sunrise, or starve
The Trouble With Warthogs	3 days	Raise the kill rating for warthogs by 1 point
The Lion Hunt	2 days	Defend yourself against a Masai warrior
The Great Race	1 week	Find where the river cuts through the cliff
Live and Let Die	2 days	Fight and destroy 2 hyenas during a drought
The Lost Cub	2 days	Locate lost cub
The White Giraffe	4 days	Find and take down the ghostly White Giraffe
Dial B for Buffalo	3 days	Find and successfully kill the Cape Buffalo
Hammin' It Up	1 week	Take down a prey in view of the film crew's camera
The Last Laugh	3 days	Kill the hyenas who try to steal your carcass
Please Don't Feed the Lions	6 hours	Locate a poacher's camp and steal their food

RECREATE SIMULATION SETUP RECREATE

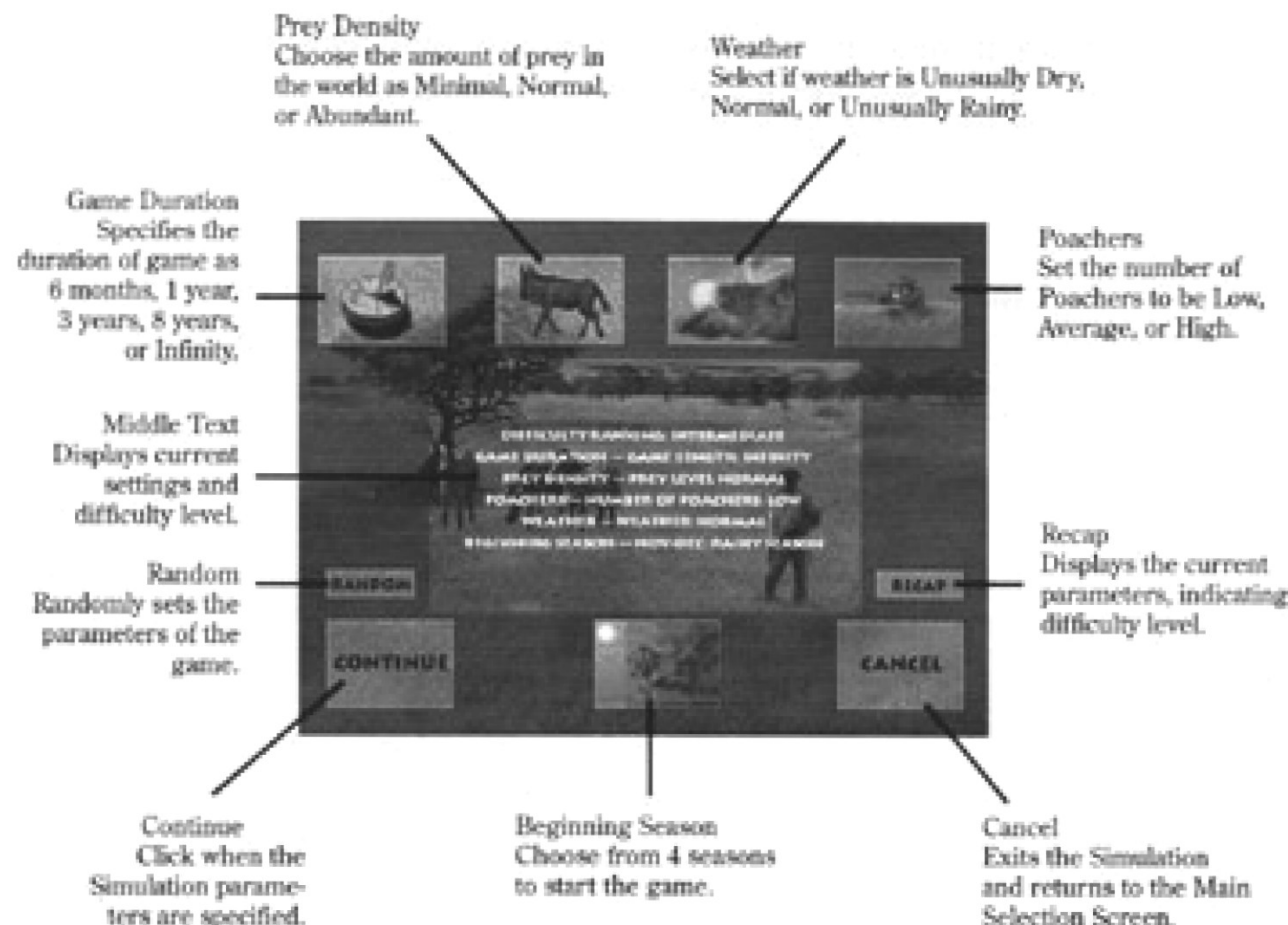
In the free-form Simulation, the player chooses the initial parameters of the world including length of game, prey density, weather, number of poachers, and the season. There are 20 lions to choose from with varying capabilities. Refer to Strategies on the back cover for invaluable survival hints.

Simulation Setup Screen

Set up the initial conditions of the game world, or have them automatically selected. Each picture controls one element of the environment which directly impacts the difficulty level the player's lion faces. There are 5 difficulty settings:

- Trainee
- Beginner
- Intermediate
- Advanced
- Expert

In re-creating the Serengeti, the player has available a wide variety of realistic settings that provide varying levels of difficulty in gameplay.



Lion Selection Screen

There are 20 lions to play. Players can choose a lone nomad lion or control an entire pride of up to 5 lions. There are females and males, each with their own capabilities.



Detailed Statistics
Displays the Detailed Statistics Screen to learn more about the history of the lion.

The more the player knows about their lion, the higher success they'll have. Be aware of the Lion Capabilities, Kill Ratings, and history.

Lion Capabilities
These 3 bars indicate the lion's capabilities relative to other lions.

Endurance
The higher the Hunting Endurance, the longer the lion can run without running out of steam.

Hunger
The higher the Hunger Tolerance, the longer the lion can go without a meal.

Strength
The higher the Physical Strength, the more the lion can fend off injury and the faster the recovery.

Build Pride
Click to build a new pride of up to 5 lions from the 20 available lions, using Add to Pride and Remove.

Prides in Area
Shows number of other prides in close proximity.

Continue
Click to play the Simulation with the currently displayed lion.



Pride Members Box
Names of other lions in pride.

Lion Name
Name of current lion.

Pride Name

Arrows
Scrolls through list of 20 lions.

Cancel
Returns to the previous Simulation Setup Screen.

Kill Rating Chart
Each prey has a Kill Rating number from 1 to 10. The higher the number, the better chance of success at killing that prey. These are the lion's initial Kill Ratings. During gameplay, 10 successful kills increases the rating by 1.

Arrows
Scrolls through Kill Rating Chart.

Prey Animals
Icons for Prey Animals are identified on the Quick Card.

Add to Pride
First click Build Pride. Then scroll to display the desired lion and click Add to Pride to add the lion to the current pride.

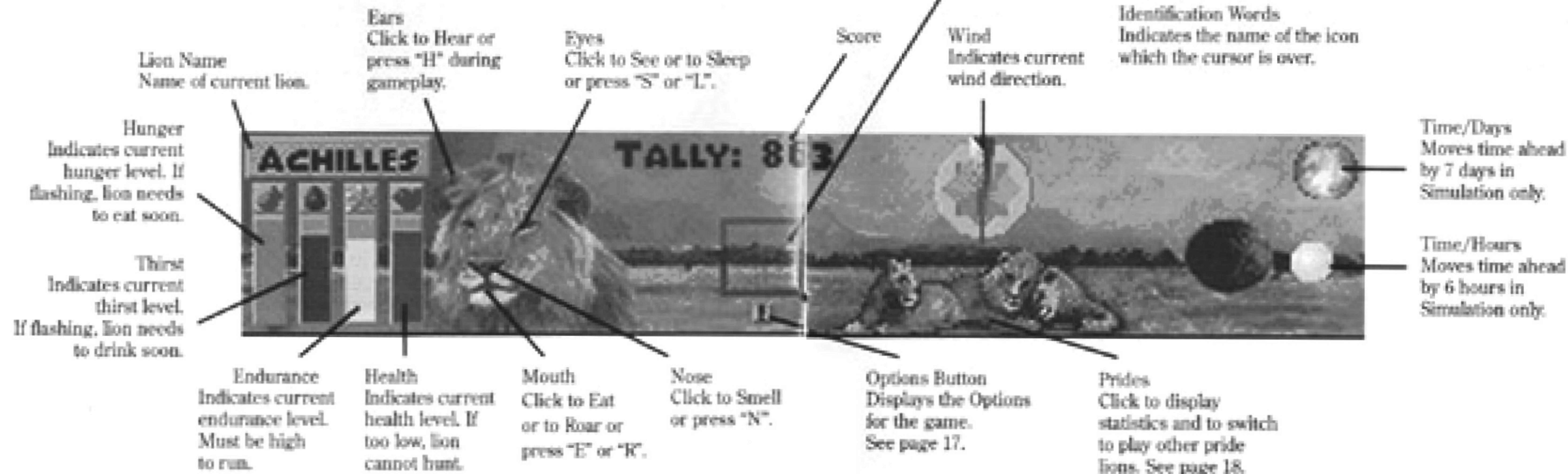
Remove
First click Build Pride. Then click on any lion name in the Pride Members Box and click Remove to remove that lion from the current pride.

PLAYING THE GAME

The gameplay in the Scenarios and the Simulation is the same. However, the goals are different. In the Scenarios, players must accomplish a specific goal within a given time. In the Simulation, players create the world and try to survive for a specified time, experiencing life as a lion.

Command Bar

The Command Bar gives vital information about the player's lion, and provides access to various lion actions. To access the Command Bar, press the Space Bar. On the PC, players can also click the right mouse button. On the Mac, players can also move the mouse quickly to the Command Bar.

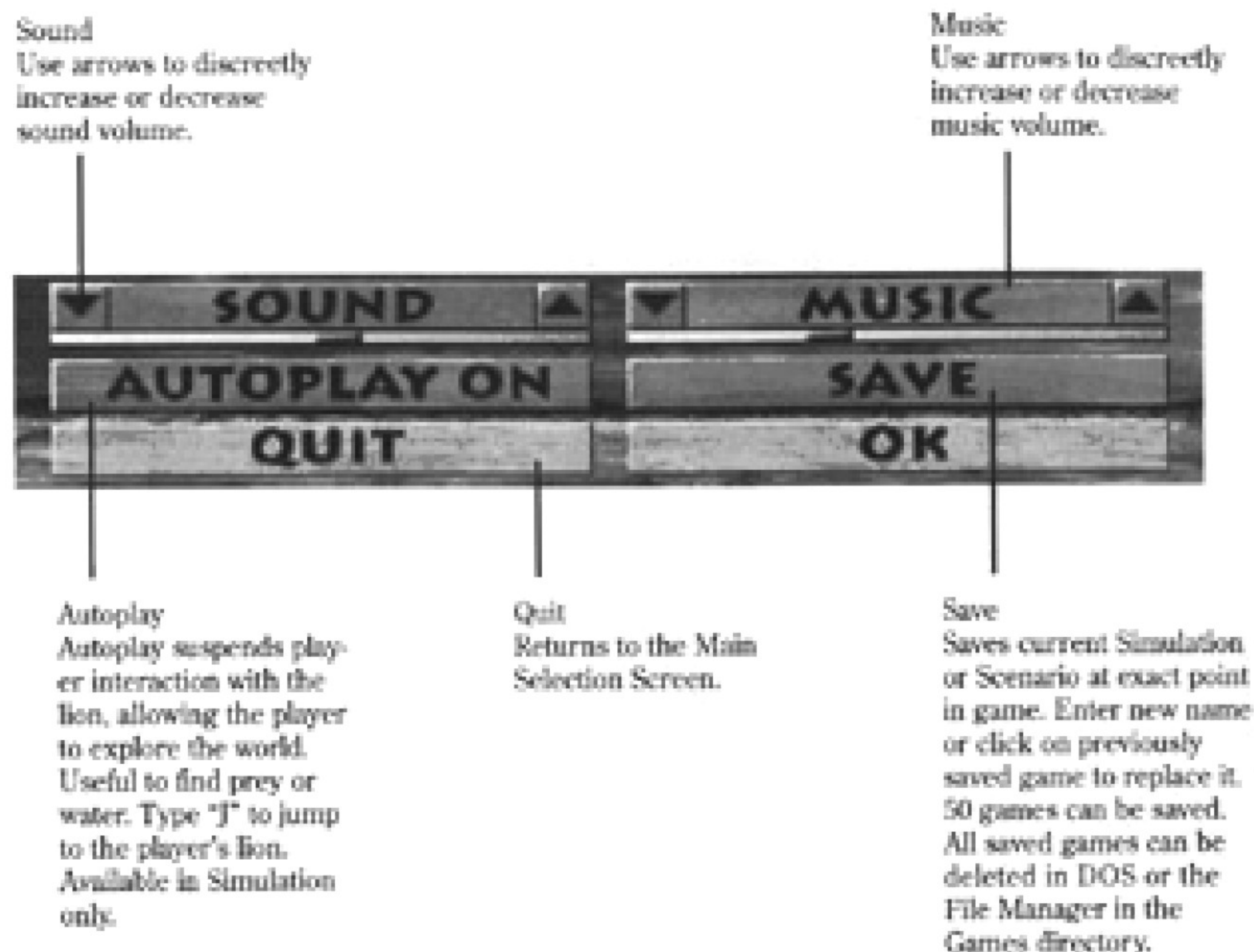


Zoom
Click to zoom out to a radar style map. Click again to return to normal gameplay. Press "Z" to quickly zoom out for a couple of seconds. Icons are identified on the Quick Card.

The radar style map utilizes all the lion's senses to show animals in the surrounding area.

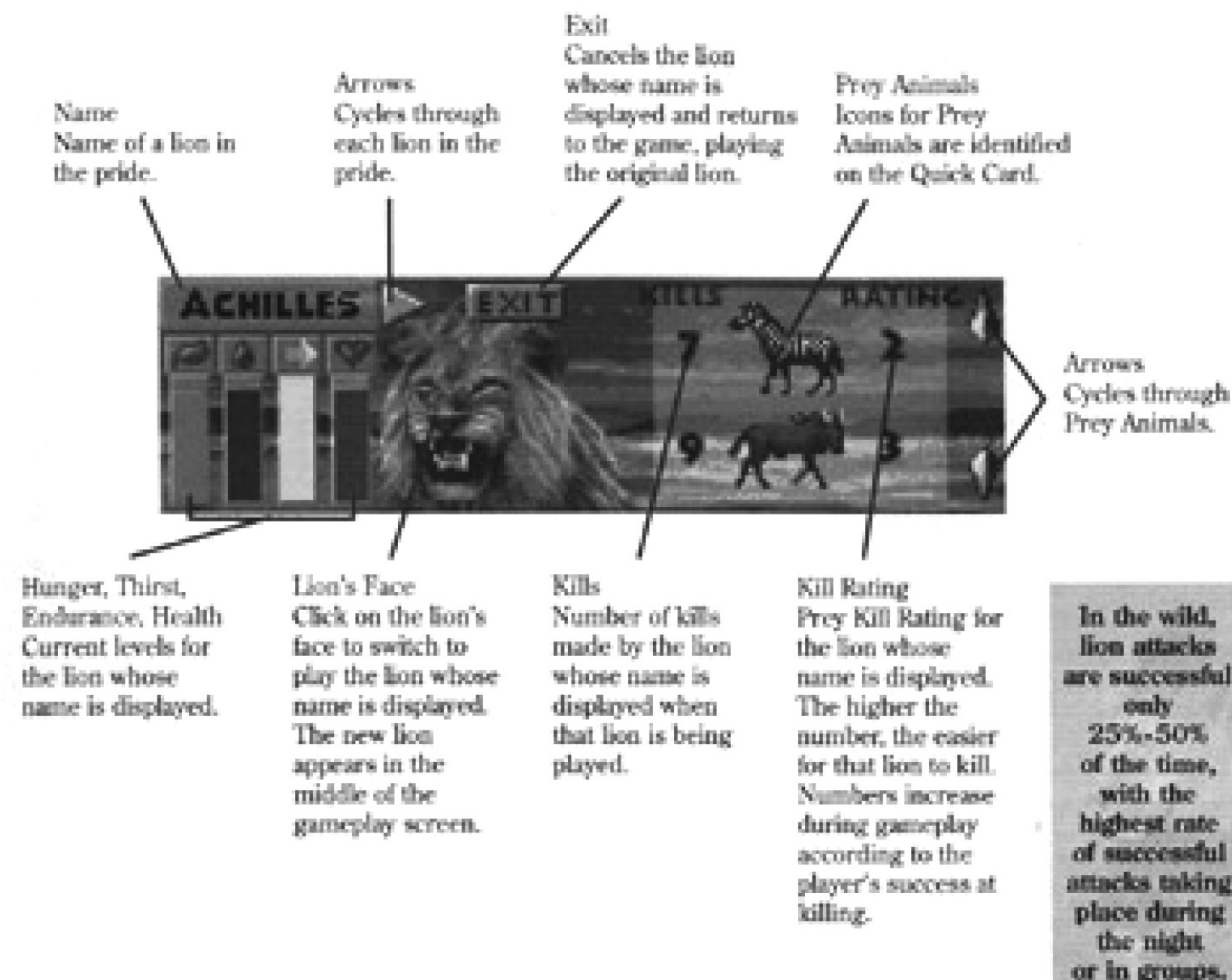
Options Button

Click on Options in the Command Bar.



Pride Screen

Click on Prides in the Command Bar.



Controlling the Player's Lion

Moving Around

To run, trot, or walk, move the cursor in that direction. The further the cursor from the lion, the faster the lion moves. Endurance in the Command Bar determines how far it can move before tiring. Its overall speed is determined by Endurance on the Lion Selection Screen.

Resting

To stop, place the cursor on top of the lion. To sit down, press "I". To lie down, press "L" or choose "Sleep" from the Command Bar.

Playing Other Lions in the Pride

Players can play any lion in the pride. See Command Bar for details.

Bringing Down Prey

To make a kill, sneak up on the prey and click and hold on the animal while chasing it. The chance of success improves if the player lion moves in a crouched position. While the lion is standing, move the cursor over the lion, press the (left) mouse button down and continue holding while moving the lion slowly toward the prey.

Group Hunt

To group hunt, move each lion into a crouched position near prey. Switch to play another lion using "Prides" in the Command Bar or by pressing "J". When all lions are positioned, attack with 1 lion and other lions also attack.

Eating and Drinking

To eat, move the lion over a kill and press "E" or choose "Eat" from the Command Bar. To drink, move the lion into a water area and press "D" or choose "Drink" from the Command Bar.

Using the Lion's Senses

Press "S" to see, "H" to hear, and "N" to smell (Nose). These senses can also be activated using the Command Bar. Icons appear on the screen indicating direction and presence of animals. These are explained on the Quick Card.

Roaring

Press "R" to roar or choose "Roar" from the Command Bar.

Fighting

To fight, double-click and hold the mouse on the other lion. Lions can only fight with lions of the same sex.

Joining or Taking Over a Pride

A female or male nomad player lion can join a pride by fighting and defeating the pride leader, if that lion is of the same sex, or by mating with the leader if that lion is of the opposite sex. If player's lion successfully joins the pride, the other lions are added to Prides in the Command Bar. Lions who belong to a pride cannot join another pride.

Mating

To mate, click on a lion of the opposite sex when it is alone. Females in estrus roll on their back. If the female is in estrus and mating is successful, cubs appear in 110 days. Mating can happen between any lions of the opposite sex.

Playing Cubs

If the player's lion mates and produces cubs, then raises those cubs to 2 years old, the female cubs join the pride and can be played if there are less than 5 lions. The male cubs become nomads.

Staying Alive

Successfully Killing

Success in killing prey depends upon many conditions: the player's skill, the lion's health and endurance, crouching behind terrain cover, weather, time of day, wind direction, the kill success rate, and if the prey is injured. Keep in mind that while the player's lion can injure an animal, prey can also injure a lion.

Satisfying Hunger and Thirst

When the Hunger bar is below $\frac{1}{2}$, the player's lion should eat. If it is flashing, it should eat soon. Drink whenever possible. If the Water bar is flashing, search for water immediately. Resting also slows the process of dehydration. Lions can steal food from other lions or hyenas or share a meal with a lion from the same pride.

Regaining Endurance

The fastest way to increase endurance is by resting. If the player's lion is too hungry or too thirsty, it does not rest and players cannot move time forward in the Command Bar.

Avoiding Poachers

The player's lion has 3-4 seconds to run away from a Poacher once he is 1 screen away. Otherwise, the lion will likely be hurt or killed. Lions can attack and kill Poachers by clicking on them. Some Poachers are on foot, others are in vehicles.

Lions
tend to
avoid
conflict with
each other.
Threats
mainly come
from
Hyenas and
Poachers.

The Masai and Their Cattle

While Cattle are easy prey, if the lion attacks, the Masai will come after the lion and can kill it with their spears. Lions can also kill Masai by clicking on them.

Encountering Hyenas

Lions and Hyenas are mortal enemies. A single lion cannot do well against more than 1 Hyena. Hyenas run away if there are 2 or more lions.

Recovering from Injury

On average, most wounds heal in about 4 days. The player's lion cannot successfully hunt if it is badly injured.

Death

Lions can die by poaching, starvation, thirst, hyena attacks, injury from fights with other lions or prey, and old age. If the player's lion is a nomad, the game ends when the lion dies. If the player's lion is a member of a pride, the player changes to control another lion when the current lion dies.

Lions usually
kill only
when they're
hungry.
Prey sense
the danger
when lions
are on
the hunt.
Otherwise,
lions and prey
co-exist
in close
proximity.

The Simulated World

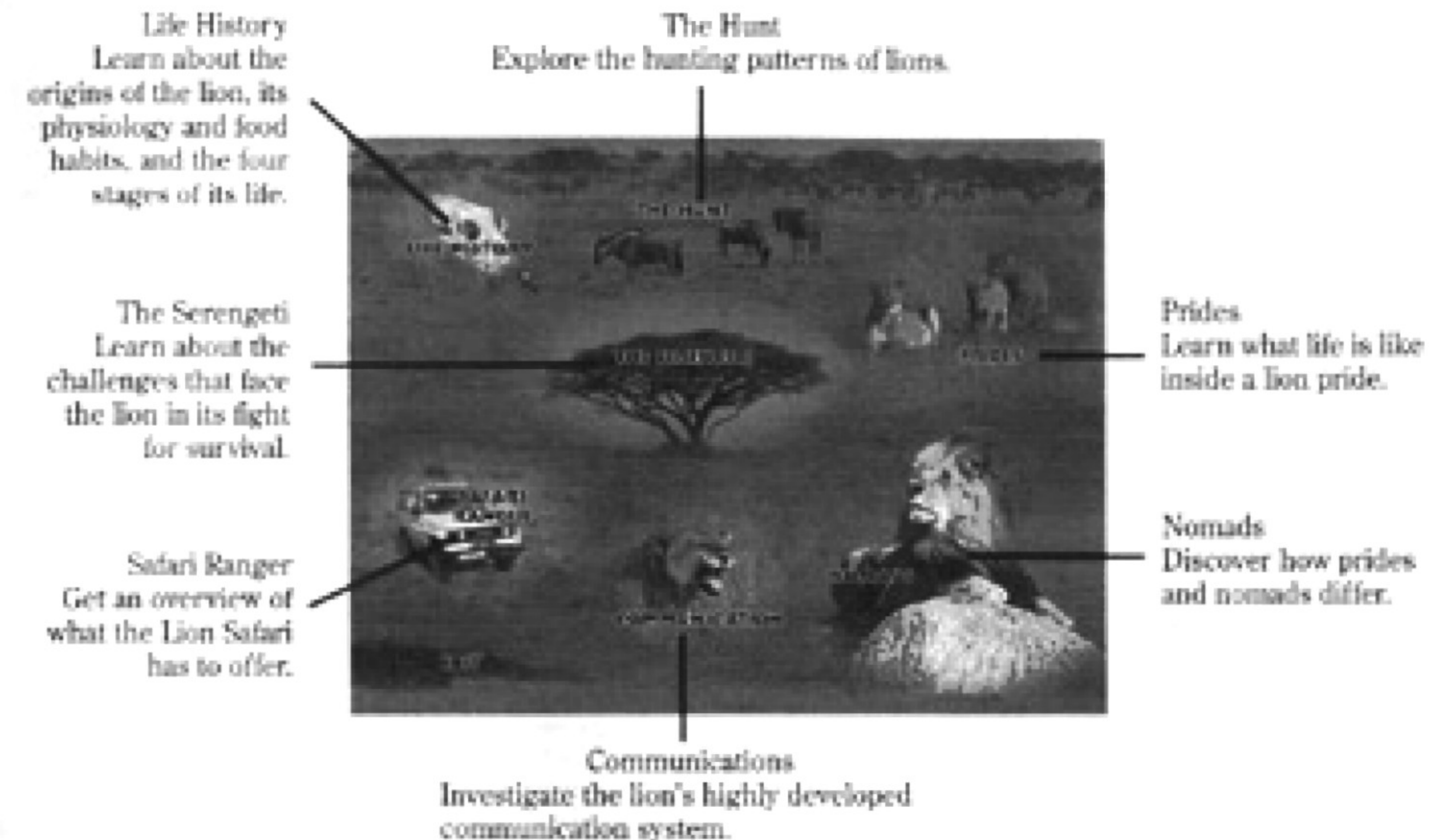
- 24 hours of gameplay lasts from 8 - 25 minutes of real time depending upon player activity. Using Command Bar features stops the gameplay timer. This can be used to pause the game.
- The world is 1600 gameplay screens across by over 3500 screens down on the PC. On the Mac it is 800 screens across by 1800 screens down, but more of the world is displayed on the screen.
- The "Zoom" view is 16 normal gameplay screens wide by 16 screens down.
- Water systems tend to flow north/south.
- The Woodlands are in the Northeast.
- There are 4 seasons:
Jan - Feb Dry with Showers
Mar - May Heavy Rains
June - Oct Dry Season
Nov - Dec Rainy Season
- Prey typically migrates to the Woodlands in the dry season in June, returning to the Plains in the rainy season in November.
- When the weather is unusually dry, there is a severe lack of prey in the Plains.
- The range in the Lion Capabilities on the Lion Selection Screen enables the strongest lion to run twice as far and go for twice as long without food as the weakest lion.

TAKE A LION SAFARI

Being a winner in the game of LION requires a combination of initiative, intuition, and knowledge about lions. The more the player knows and applies, the higher the score. The Lion Safari is a wildlife reference which increases the likelihood of success in the gameplay.

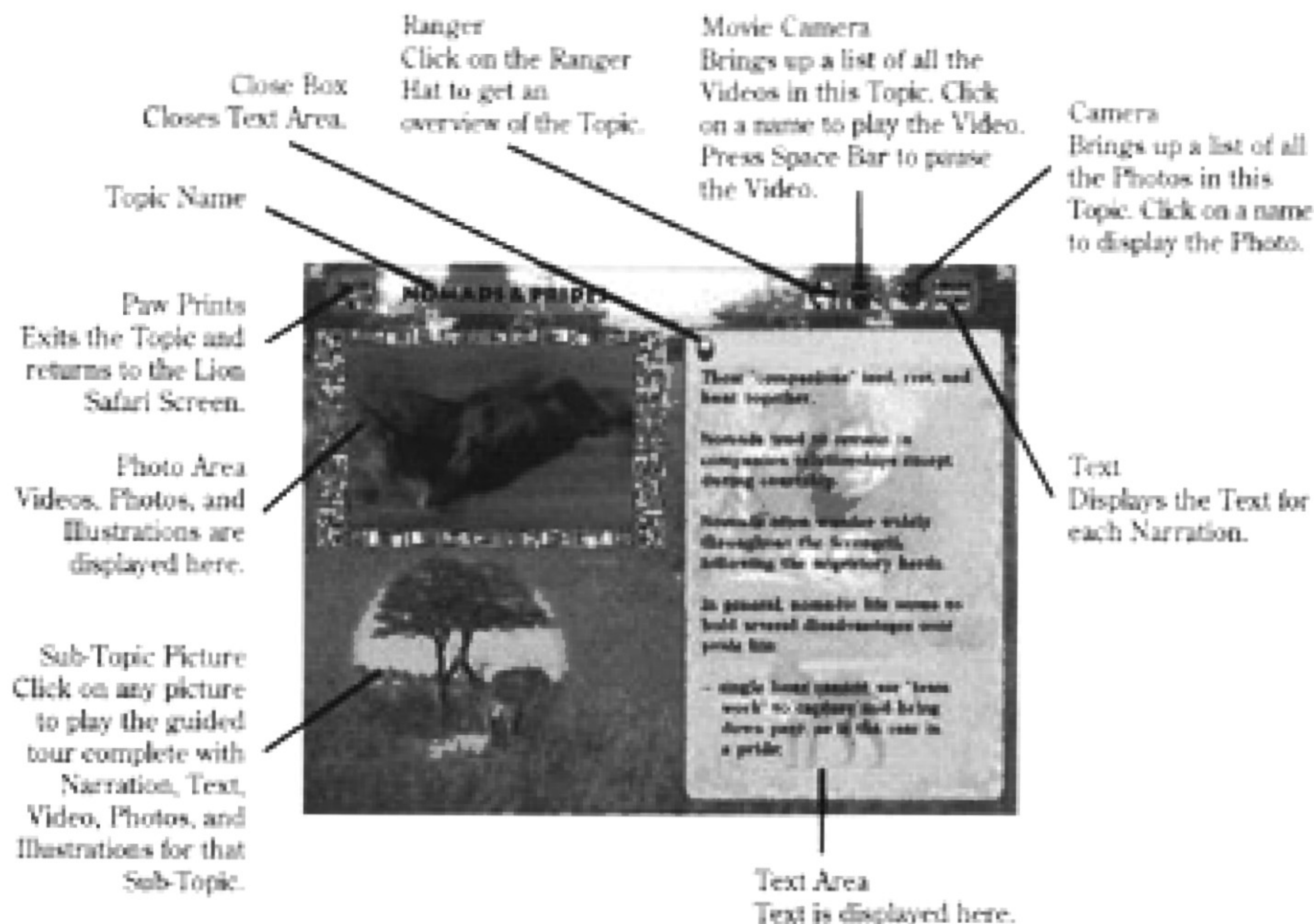
Lion Safari Topics

The Lion Safari is composed of an overview and 6 topics, each of which explores a particular aspect of the life of the lion. Click on any picture to display Sub-Topics.



Lion Safari Sub-Topics

When a Topic is selected, pictures representing several Sub-Topics are displayed. Click on any picture to begin a guided tour of that Sub-Topic area complete with Narration, Video, Photos, Illustration and Text. Click the Space Bar to pause, and the ESC key to stop the tour. Videos, Photos, Illustrations, and Text can also be viewed independently.

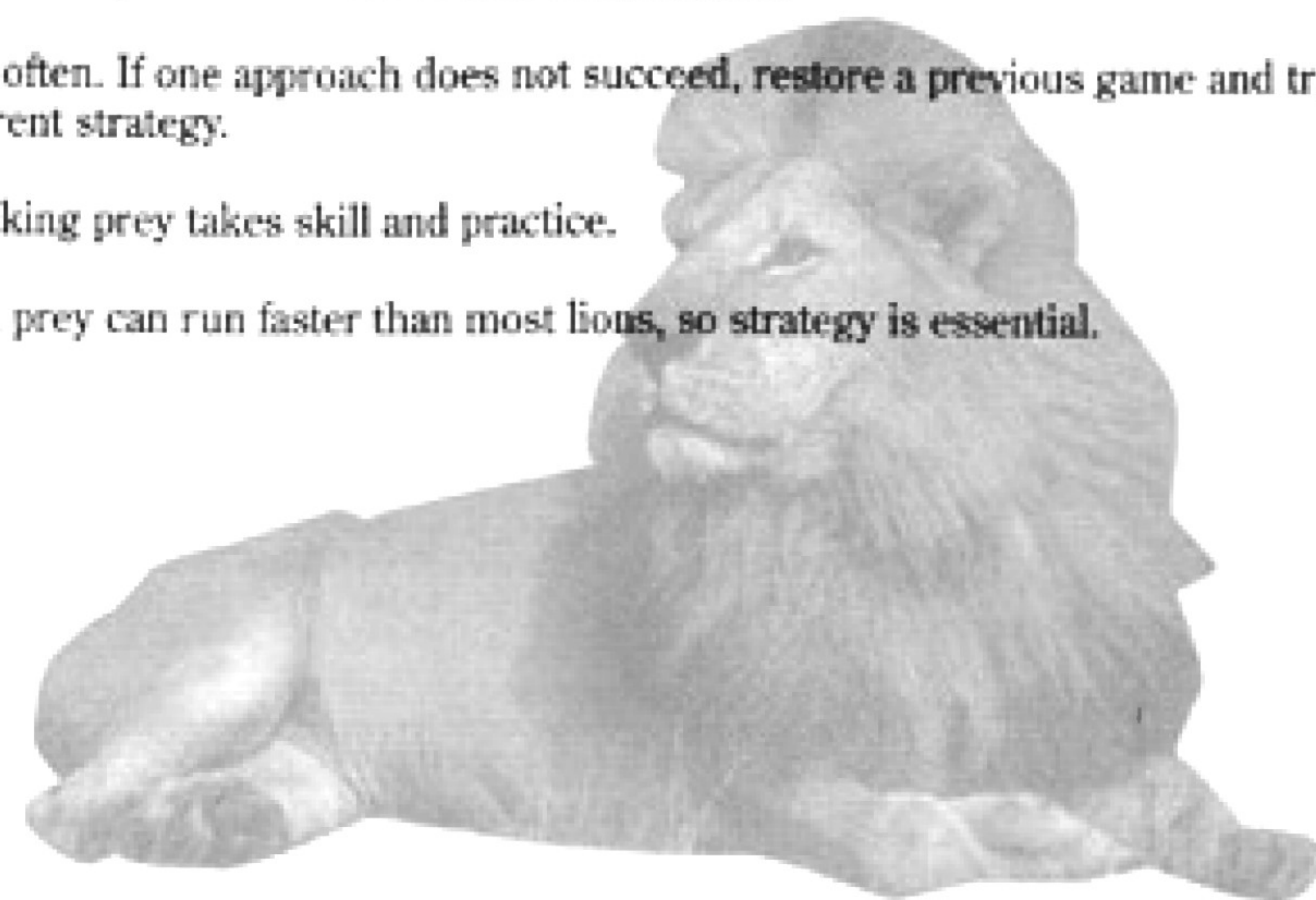


STRATEGIES

Employing various strategies is essential for survival. Here are some strategies players may find helpful in surviving in the Scenarios and the Simulation.

General Game Tips

- Success requires a balance of skill and patience.
- Save often. If one approach does not succeed, restore a previous game and try a different strategy.
- Attacking prey takes skill and practice.
- Most prey can run faster than most lions, so strategy is essential.



Basic Strategies

- There is a better chance of making a kill at night, if the lion is crouching in terrain cover, or if the lion is down wind.
- Use group hunting, particularly to kill larger animals.
- Situations may arise where switching to a different lion in a pride is helpful.
- Prey animals are always easier to kill when alone, separated from their group.
- Use “Zoom” regularly.
- Use various senses to find out what lies beyond the Zoom Map.
- Keep water on the Zoom Map whenever possible.
- Before heading away from familiar ground, make sure hunger and thirst levels are full.
- Lions can scavenge food from other predators or other lions.
- Lions can herd animals in a particular direction by chasing them.
- Sleep during the day. Hunt at night.
- If concerned about Poachers, walk or trot during the day and run at night.
- When the player’s lion is hungry, the lion cannot lie down, but it can sit.

Scenario Hints

- Read Scenario Descriptions carefully. Important clues are given.
- Once prey is located, don’t let it wander off.
- Be very careful not to get injured.
- Due to a lion’s rate of recovery, if injured in a Scenario, players may want to restart.